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Amendments to the Claims:

The following claims will replace all prior versions of the claims in this

application (in the unlikely event that no claims follow herein, the previously pending

claims will remain):

Listing of the Claims

1. (Original) A method for synchronizing motions realized in a game system

including dance games played through cooperation between players, wherein:

if, with respect to an event input by one player during any one of unit times when

progress is repeated in synchronization with a standard time, another player inputs

the same event, a unit motion corresponding to the input event is simultaneously

represented through the structure during a subsequent unit time.

2. (Original) The method as claimed in claim 1, wherein the cooperative

game system is implemented in the form of a single system.

3. (Original) The method as claimed in claim 1, wherein the cooperative

game system is implemented in the form of a remote client system over a network.

4. (Currently amended) The method as claimed in any one of claims 1 to 3

claim 1, wherein the event is input by one or a combination of a keyboard, mouse,

trackball, joystick, touch screen, cellular phone key pad, dance pad, and network

interface card (NIC).

5. (Currently amended) The method as claimed in any one of claims 1 to 3

claim 1, wherein the event is input by a direct action input device with cameras or

sensors and a voice input device such as a microphone.

6. (Currently amended) The method as claimed in any one of claims 1 to 3

<u>claim 1</u>, wherein the standard time is set as a world time code (WTC).

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7. (Currently amended) The method as claimed in any one of claims 1 to 3

claim 1, wherein the unit motion is set while storing frame vertex positions and data

that correspond to respective motion scenes and producing data through

interpolation calculations.

8. (Currently amended) The method as claimed in any one of claims 1 to 3

claim 1, wherein the unit motion is set while dividing the structure into several

substructures, defining each relationship for the substructures, and producing data

by specifying data for the divided substructures every frame or varying frame.

9. (Currently amended) The method as claimed in any one of claims 1 to 3

claim 1, wherein the unit motion is set while producing data through movement along

position values in a hierarchical structure that defines respective relationships based

on structure data of a joint unit called a bone.

10. (Currently amended) The method as claimed in any one of claims 1 to 3

claim 1, wherein the unit motion additionally use sound and is displayed in

synchronization with the sound.

11. (Original) The method as claimed in claim 10, wherein the sound is one

of WAV, MP3, WMA or MIDI format.

12. (Original) The method as claimed in claim 10, wherein the unit motion is

displayed in synchronization with a standard time, the standard time being set in

conformity with a playing time of the sound.

13. (Currently amended) The method as claimed in any one of claims 1 to 3

claim 1, wherein the unit motion is outputted and displayed via an image output

device and a sound output device.

14. (Original) The method as claimed in claim 13, wherein the image output

device is any one of a monitor, a head up display device (HUD), or an LCD panel.

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15. (Original) The method as claimed in claim 13, wherein the sound output

device is a speaker.

16. (Original) The method as claimed in claim 1, wherein the image output

device confirms input/output intermediation states via a solid object based on

transmission and reception to and from the solid object.

17. (Original) A method for implementing interactions between a plurality of

cooperative game systems generated in a course of individually realizing unit

motions of each of the cooperative game systems by applying the method for

synchronizing motions in the cooperative game system of claim 1, wherein:

if, with respect to an event input by one player during any one of unit times when

progress is repeated in synchronization with a standard time, another player inputs

the same event, each cooperative game system realizes a unit motion corresponding

to the input event through the structure during a subsequent unit time, and at the

same time, allows interactions generated by an individual unit motion implemented

on each cooperative game system to be represented as a new unit motion by

applying the method for synchronizing motions in the cooperative game system.

18. (Original) The method as claimed in claim 17, wherein the standard time

is set as a world time code (WTC).

19. (Original) The method as claimed in claim 17, wherein the plurality of

cooperative game systems are implemented in the form of server/client by one

server system and a plurality of client systems.

20. (Original) The method as claimed in claim 17, wherein the plurality of

cooperative game systems are implemented in the form of peer to peer by a plurality

of client systems.

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21. (Original) The method as claimed in claim 20, wherein the peer-to-peer

form is serviced via one or a combination of an information sharing types and

resource sharing types.

22. (Original) The method as claimed in claim 20, wherein the peer-to-peer

form uses one or multiplicity of scripters such as Ping, Pong, Query, Queryhit, Push,

and the like.

23. (Original) The method as claimed in claim 20, wherein the client system

includes a video game machine such as PS2, XBox, GameCube, PSP, PSX, N-

Gage, Nintendo DS and the like in which an on-line or two-person game is possible

with a separate memory.

24. (Original) A method for a cooperative game including dance games

applied with the method for implementing interactions between a plurality of

cooperative game systems generated in the course of individually realizing unit

motions of each of the cooperative game systems by applying the method for

synchronizing motions in the cooperative game system of claim 1, wherein:

if, with respect to an event inputted by one player during any one of unit times when

progress is repeated in synchronization with a standard time, another player inputs

the same event, each cooperative game system realizes a unit motion corresponding

to the inputted event through the structure during a subsequent unit time, and at the

same time, plays the game while allowing interactions generated by an individual

unit motion implemented on each cooperative game system to be represented as a

new unit motion by applying the method for synchronizing motions in the cooperative

game system.

25. (Original) The method as claimed in claim 24, wherein the unit motion has

a first pose and a last pose matched to each other.

26. (Original) The method as claimed in claim 24, wherein the unit motion has

a playing time that is adjusted by tempo.

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27. (Original) The method as claimed in claim 24, wherein the unit motion

includes movements in eight directions of front, back, left, right, front-left, front-right,

back-left, and back-right.

28. (Original) The method as claimed in claim 27, wherein the unit motion

includes 90° rotation, 180° rotation, 360° rotation, and a special unit motion.

29. (Original) The method as claimed in claim 27, wherein the unit motion

includes sitting, standing, bending, and successively rotating.

30. (Original) The method as claimed in claim 27, wherein the unit motion

includes joints constituting a structure and motion modifications by the joints.

31. (Original) The method as claimed in claim 27, wherein the unit motion has

as one unit several joints constituting a structure and several combinations of a

plurality of motions by the joints.

32. (Currently amended) The method as claimed in claim 30-or 31, wherein

processing is made with a temporal effect by a mechanical control in a controller, or

a spatial and physical effect such as a drag force and action/reaction upon

controlling structure motions.

33. (Original) The method as claimed in claim 24, wherein the event is input

by one or a combination of a keyboard, mouse, joystick, key panel, dance pad, and

network interface card (NIC).

34. (Original) The method as claimed in claim 24, wherein the event is such

that position values input via various sensors or cameras are input as motion data.

35. (Original) The method as claimed in claim 24, wherein the structure is a

two or three-dimensional object.

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36. (Original) The method as claimed in claim 35, wherein the object is

implemented by a combination of an object made based on images input via

cameras or the like, and an actual image.

37. (Original) The method as claimed in claim 24, wherein the structure is an

avatar made by a separate modeling tool.

38. (Original) The method as claimed in claim 24, wherein the system

includes a separate chatting tool to exchange conversation with a party system by

means of character or voice systems.

39. (Original) The method as claimed in claim 24, wherein the system

includes a video game machine such as PS2, XBox, GameCube, PSP, PSX, N-

Gage, Nintendo DS in which an on-line game or a two-or-more person-game is

possible with a separate memory.

40. (Original) The method as claimed in claim 24, wherein the unit motion is

played by two persons like a sports dance.

41. (Original) The method as claimed in claim 40, wherein the sports dance is

played as one or combination of waltz, tango, fox trot, Vienna waltz, quickstep, jive,

rumba, chachacha, samba, passodobbele, and blues.

42. (Original) The method as claimed in claim 24, wherein the unit motion is

made by one or combination of swing, salsa, disco, twist, mambo, hip-pop,

synchronized swimming, and ice dancing.